

**Amendments to the Abstract**

Please **add** the following Abstract to this application.

-- Method for describing the composition of audio signals, which are encoded as separate audio objects. The arrangement and the processing of the audio objects in a sound scene is described by nodes arranged hierarchically in a scene description. A node specified only for spatialization on a 2D screen using a 2D vector describes a 3D position of an audio object using said 2D vector and a 1D value describing the depth of said audio object. In a further embodiment a mapping of the coordinates is performed, which enables the movement of a graphical object in the screen plane to be mapped to a movement of an audio object in the depth perpendicular to said screen plane. --